

NEW! THE ETERNAL CHAMPIONS HAVE ARRIVED!

Sonic

the comic

No. 19 February 18th 1994
Britain's
OFFICIAL
SEGA
COMIC
£1.10 Every Fortnight

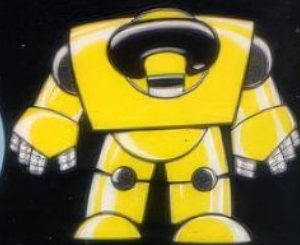
starring
SONIC
THE HEDGEHOG



**KICK IT,
CHAMPIONS!**

NEW SHINOBI
STORY
inside!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Watch how you handle this issue of STC - It's hot!

For a kick-off the **Eternal Champions** are here! Sega's hottest new street-fighters explode into action with STC's hottest new comic series. If you think this is the beginning of something seriously huge - you'd be right! In preparation right now is the **STC Eternal Champions Special**. It will feature more stories, more moves, and more information than any E.C. fan could wish for. Watch out for it next month.

Shinobi is back! Joe Musashi returns in a brand-new six-part story. Boomers who raved about his first appearance in STC's 1-6 prepare to orbit the Moon!

Sonic 3 is coming! We've turned over the Review Zone to a full review of the most megastastic Sonic game since... well, **Sonic 2**! And, in the News Zone, find out when you can actually buy it.

We've got Sonic videos to give away - next issue! That's right, Boomers, the freebie we announced as appearing in STC 17 has been held back so that we can bring you not one, but two videos full of the **TV Adventures Of Sonic The Hedgehog**. Believe me, the wait will be worth it!

Coming soon: **FREE GIFTS!** Two new STC goodies will be given away free with issues 21 and 22. What are they? It's a secret! All will be revealed here in the Control Zone next issue.

Also coming soon: **MORE POSTER MAGS!** After the resounding success of **Sonic The Poster Mag 1** and 2, STC will be producing six more poster mags this year! **STPM 3**, featuring an all-new Sonic comic strip, goes on sale later this month. More details next issue.

So, are we talking hot or what? STC - the only comic you need flameproof underwear to read!

Megadroid



WHAT THE HECK WAS IT?

Back in STC 13, the **Belt Clip** was unleashed on an unsuspecting world. A fashion statement of the highest order, it also had a multitude of other exciting uses. But what were they?

STC challenged Boomers to come up with original uses for this object. The best five would win exclusive **Sega Pirate TV T-shirts**.

Needless to say, the ideas flooded in, and here (drum roll, please) are the winning five entries:-

Stephen Emordy of Glasgow:

IT'S A BELLY-FLUFF REMOVER!

Michael Marshman of Southport, Merseyside:
IT'S A HOLDER FOR MY MUM'S BINGO CARDS!

Saul Wilcox of Bath, Avon:
IT'S A CLOTHES PEG!

David Bunn of Stafford:

IT'S AN AID FOR PARTING YOUR HAIR!

Howard Mosley of Skellow, South Yorkshire:
IT'S SOMETHING FOR FIRING INK PELLETS AT YOUR TEACHER!

Thanks, Boomers, you're all seriously weird people! Hope you like your T-shirts. Thanks also to the many other folk who sent in equally loony ideas. Here is just a selection of other uses for the **STC Belt Clip**.

It's a potato slicer!
It's a loo roll cutter!
It's something to blow up a SNES with!
It's an Elastoplast remover!

It's something to pick your nose with!
It's something to clip on the spokes of your bike!

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover new new entry re-entry

MEGA DRIVE

- 1 SENSIBLE SOCCER
- 2 ALADDIN
- 3 SONIC SPINBALL
- 4 STREETFIGHTER 2 CHAMP ED.
- 5 SONIC THE HEDGEHOG 2
- 6 MICRO MACHINES
- 7 MORTAL KOMBAT
- 8 JUNGLE STRIKE
- 9 F1
- 10 ROBOCOP V TERMINATOR

MEGA CD

- 1 SONIC CD
- 2 THUNDERHAWK
- 3 NIGHT TRAP
- 4 LETHAL ENFORCERS
- 5 SILPHEED
- 6 FINAL FIGHT
- 7 SEWER SHARK
- 8 ECCO THE DOLPHIN
- 9 SHERLOCK HOLMES
- 10 BATMAN RETURNS

MASTER SYSTEM

- 1 SONIC CHAOS
- 2 JUNGLE BOOK
- 3 MORTAL KOMBAT
- 4 OLYMPIC GOLD
- 5 WINTER OLYMPICS
- 6 JURASSIC PARK
- 7 THE FLINTSTONES
- 8 F1
- 9 COOL SPOT
- 10 WIMBLEDON TENNIS

GAME GEAR

- 1 SONIC CHAOS
- 2 JUNGLE BOOK
- 3 ECCO THE DOLPHIN
- 4 COOL SPOT
- 5 SONIC THE HEDGEHOG 2
- 6 MORTAL KOMBAT
- 7 PGA TOUR GOLF
- 8 BATMAN RETURNS
- 9 MICKEY MOUSE 2
- 10 WINTER OLYMPICS

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ELSPA CHARTS
PENGUIN ELSPA CHARTS
PENGUIN ELSPA CHARTS

THINGS ARE NOT GOING WELL FOR SONIC AND PORKER LEWIS IN THE CASINO NIGHT ZONE...

Sonic

THE HEDGEHOG

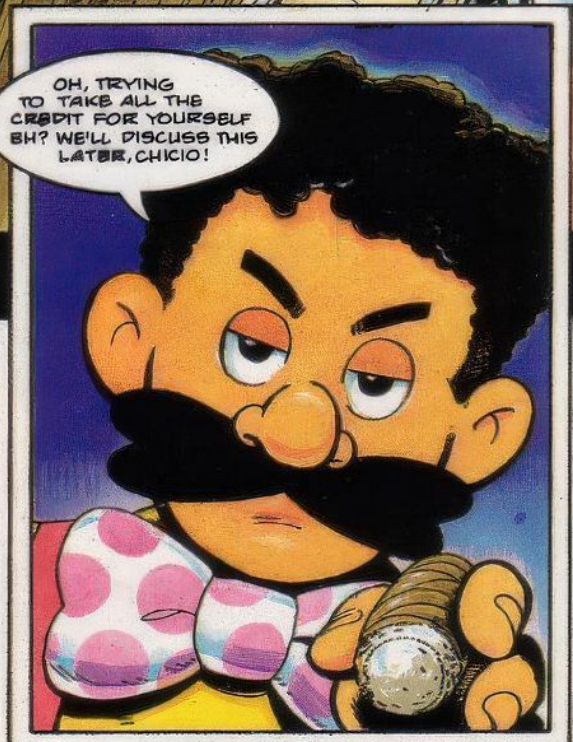
CASINO NIGHT PART 2

HEY, WHODA THOUGHT IT, BOSS? THAT WE THREE MARKIO BRO'S WOULD'VE BEEN THE ONES TO POLISH OFF THE FAMOUS SONIC THE HEDGEHOG!



WITH MY BRAINS, HOW COULD WE LOSE?

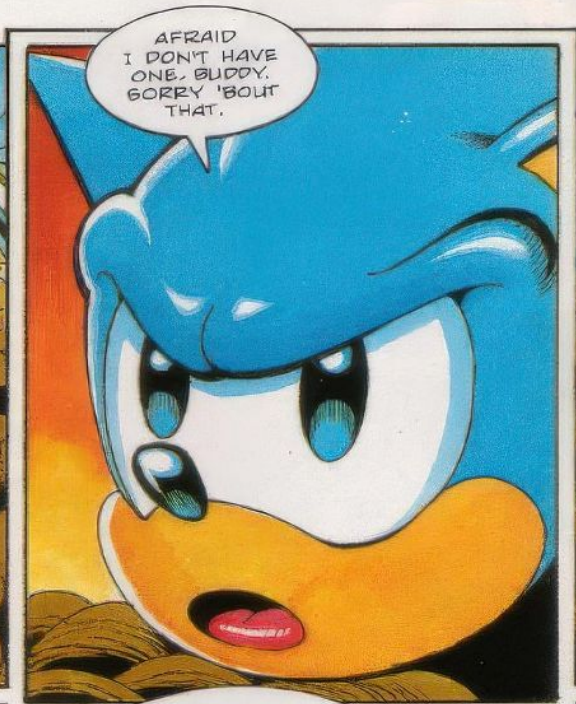
WHATTAYOU MEAN? THIS TRAP, SHE WAS-A MY IDEA!



OH, TRYING TO TAKE ALL THE CREDIT FOR YOURSELF BH? WE'LL DISCUSS THIS LATER, CHICIO!



WELL,
ER... SONIC
WHAT'S YOUR
PLAN? HOW ARE
WE GOING TO
ESCAPE?

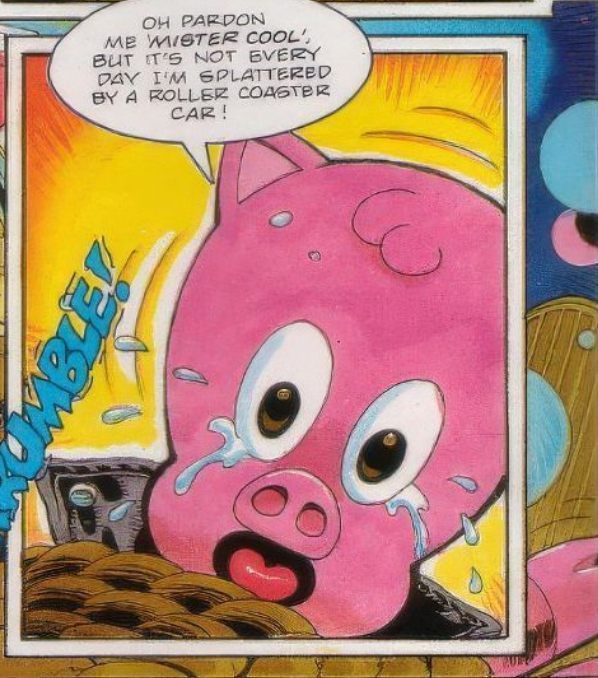


AFRAID
I DON'T HAVE
ONE, BUDDY.
SORRY 'BOUT
THAT.



AAAAARRGHH!
THIS IS IT! WE'RE
DOOMED!
I CAN'T STAND IT!
I CAN'T STAND
IT!

WHOA!
COOL IT, LITTLE
PAL, YOU'RE
EMBARRASSING
ME...



OH PARDON
ME 'MISTER COOL',
BUT IT'S NOT EVERY
DAY I'M SPLATTERED
BY A ROLLER COASTER
CAR!

RRRRUMBLE!

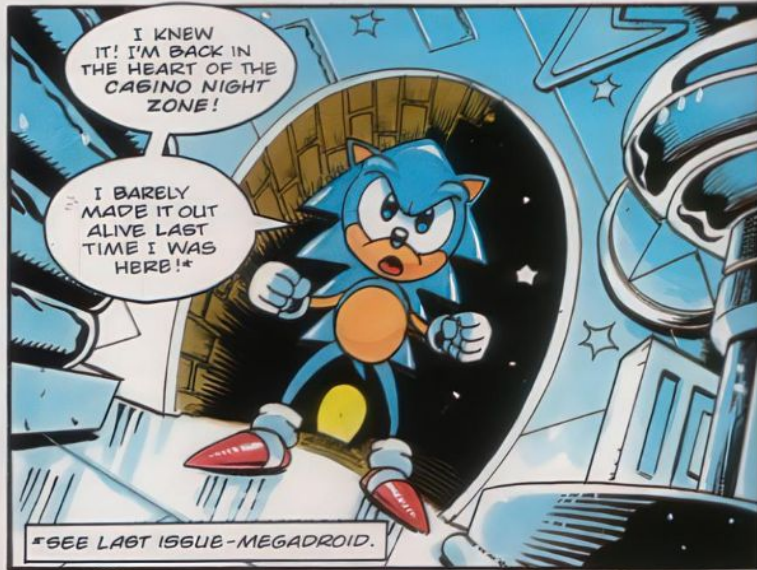


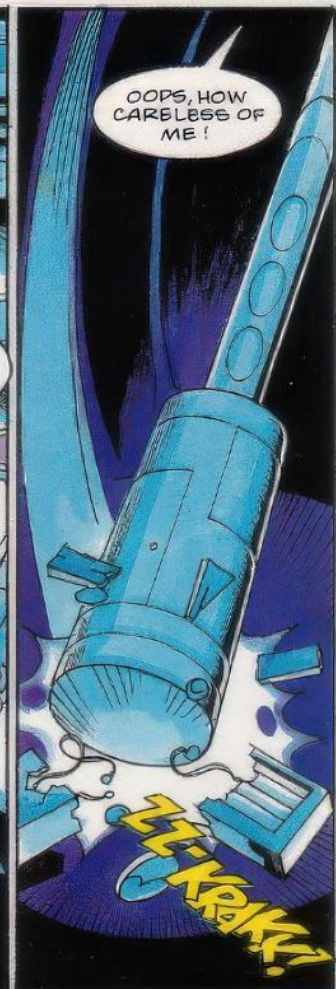
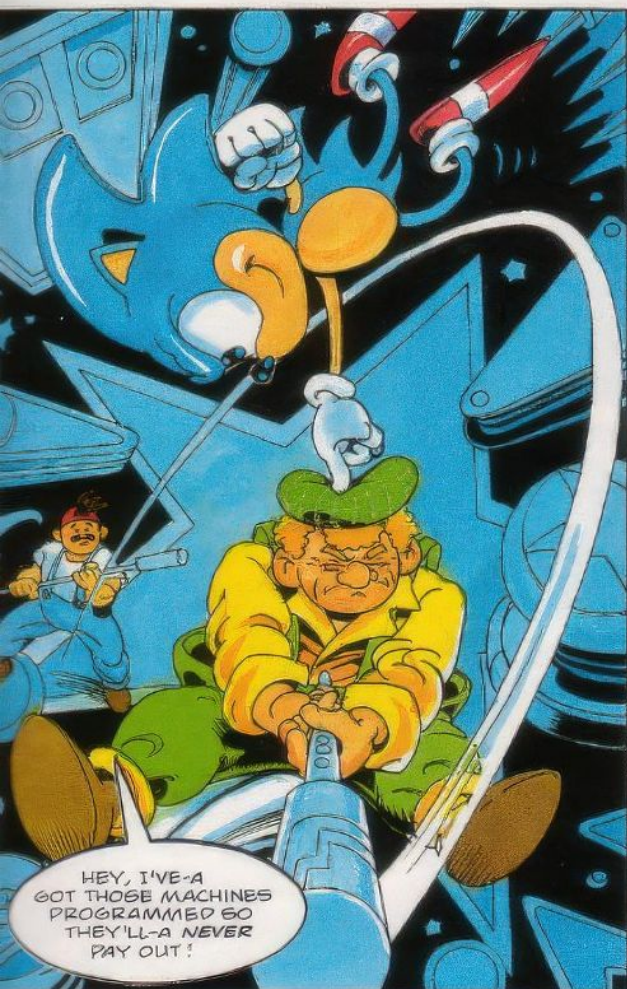
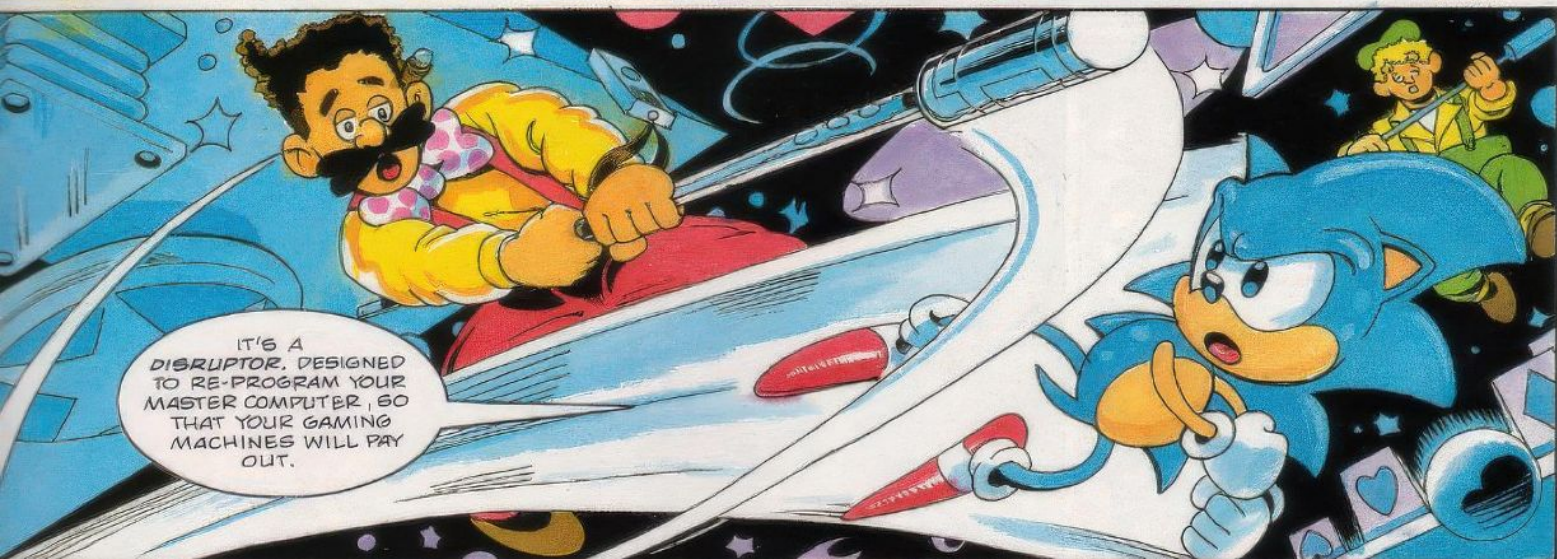
HEY,
I WAS JUST
KIDDING.

WHAT?

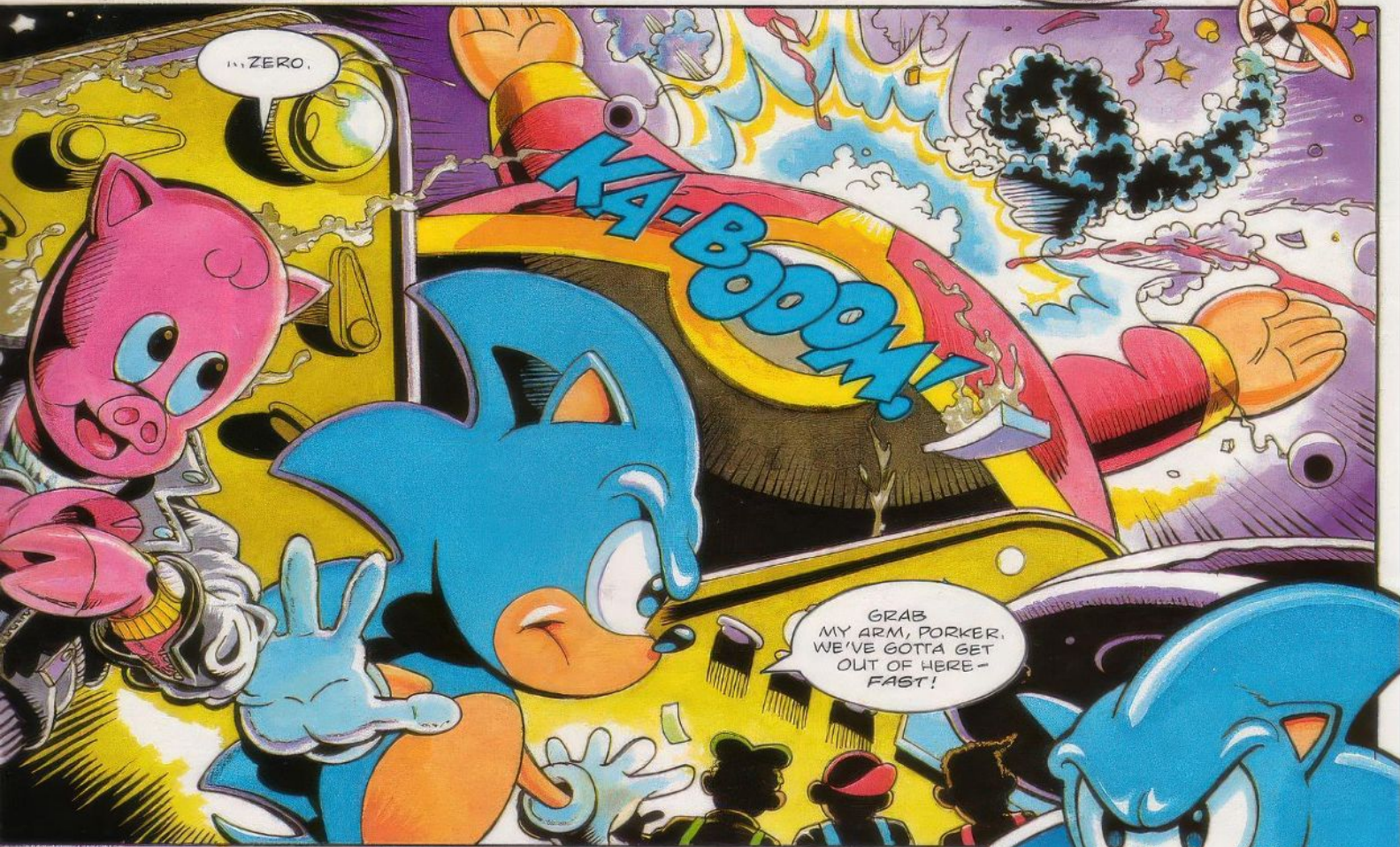
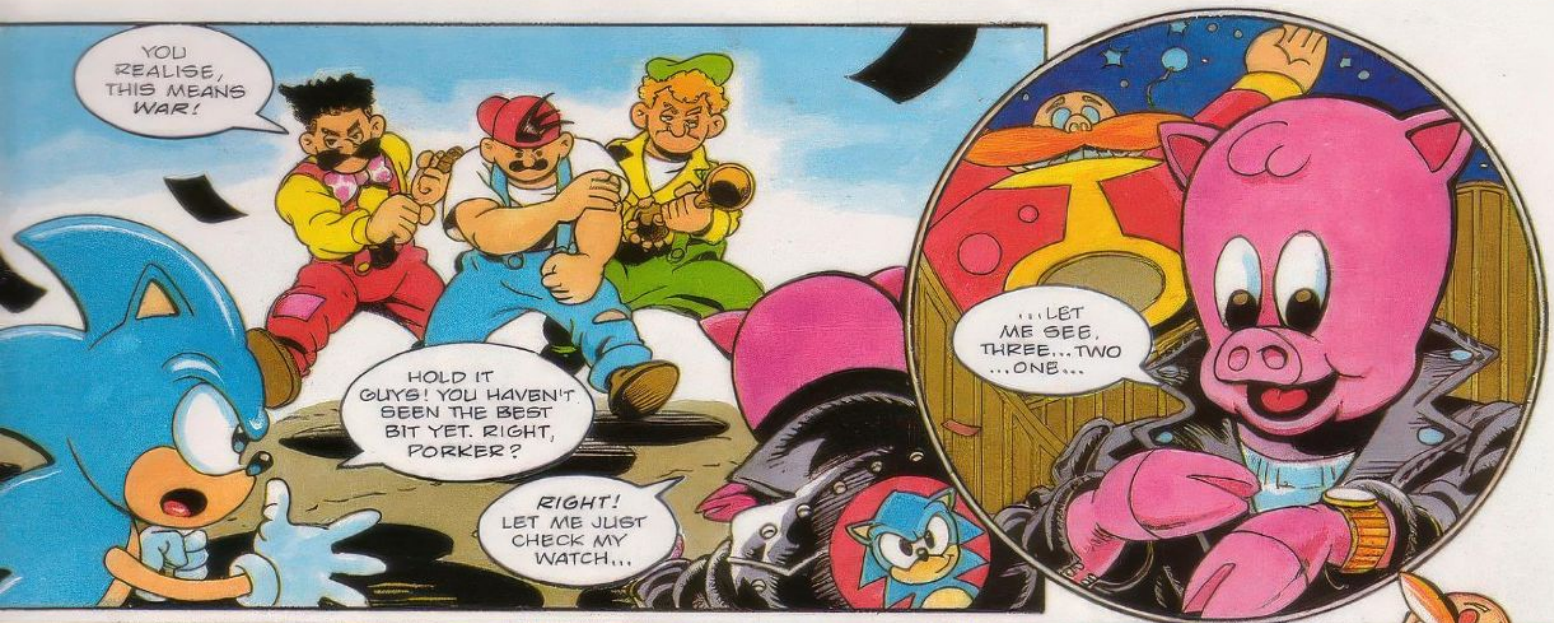
I WAS
KIDDING. OF
COURSE I HAVE
A PLAN!











NEXT ISSUE: SUPERSONIC RETURNS!

REVIEW Zone

This extra special Review Zone brings you a full review of the newest and greatest Sonic The Hedgehog game yet to appear! STC Reviewer this issue: Vincent Low.



Sonic The Hedgehog 2 was such a huge global success that Sega was always going to be under pressure to deliver the goods again. Well, **Sonic The Hedgehog 3** is everything a Sonic fan could want and more. For a start, both Sonic and Tails characters have been given around three times as much animation as they had in *Sonic 2*. Furthermore, they look a whole lot sharper and animate smoothly.

There are now two bosses per stage (one in each act), plus there's a new set of Badniks to beat. They not only look different but they attack really quickly and have a good eye for weak spots!

Sonic 3 is packed with lots of new play items like spinning tops, pulley ropes, catapulting arms, spiked pillars and twirling vines, to name but a few.

What Sonic game would be complete without the Zones? Well, this game features six brand new ones, and they are all h-u-g-e.

ANGEL ISLAND

This zone has Sonic meeting up with a new enemy called Knuckles who teases Sonic throughout the game. This weird looking creature is an Echidna (that's a spiny anteater, as if you didn't know!). Other hazards you'll encounter on the island are vines (the swinging variety!), and sheer walls of flames!

HYDROCITY

This water-filled city is no joke and features many tricky combo moves. Features include chasing walls, slippery slides, underwater creatures and conveyor belts.



Mega Drive



Mega CD



Master System



Game Gear

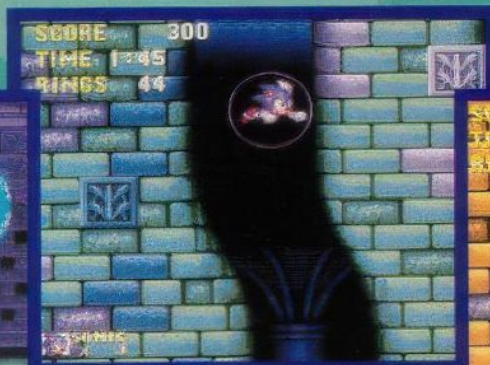
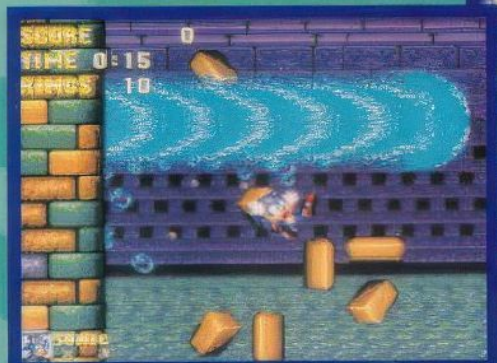
STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

SONIC THE HEDGEHOG 3

game type: ACTION

1-2 PLAYERS



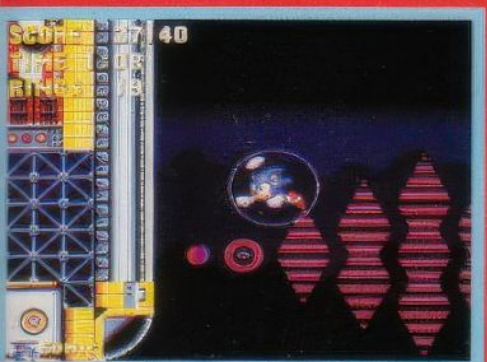
MARBLE GARDEN

This may look a little familiar to start with, but don't be fooled. This is one wicked roller coaster ride against Robotnik's dominions.

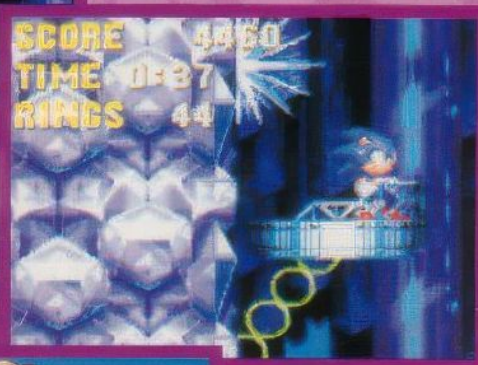


CARNIVAL NIGHT

If you liked Sonic 2's Casino Night Zone, you'll love this. There are chunky balloons to bounce off, cannons to be fired from, an abundance of shields, madniks galore, and candy sticks to run down at warp speeds. And that just begins to describe it!



SCORE 4460
TIME 3:44
RINGS 61



ICE CAP

This zone is absolutely gorgeous, in a Christmassy sort of way. It has you skateboarding, riding ice platforms and bouncing on springs. There are loops, more loops, and some devious ledges to crack in a special sequence. This is one classic Sonic zone you will not forget in a hurry.

LAUNCH BASE

You're getting closer to Robotnik and the inevitable final encounter once you hit this dangerous, exciting zone. Your biggest obstacle is getting through the zone in time and beating Robotnik in the space of ten minutes. There are homing badniks, enormous rotating cylinders and flaming steps to avoid.

Aside from the zones, the other vital ingredients in any Sonic game are the special items Sonic picks up on his travels, plus special stages and bonus rounds. Surprise, surprise! Sonic 3 has a whole new batch of them:



REVIEW

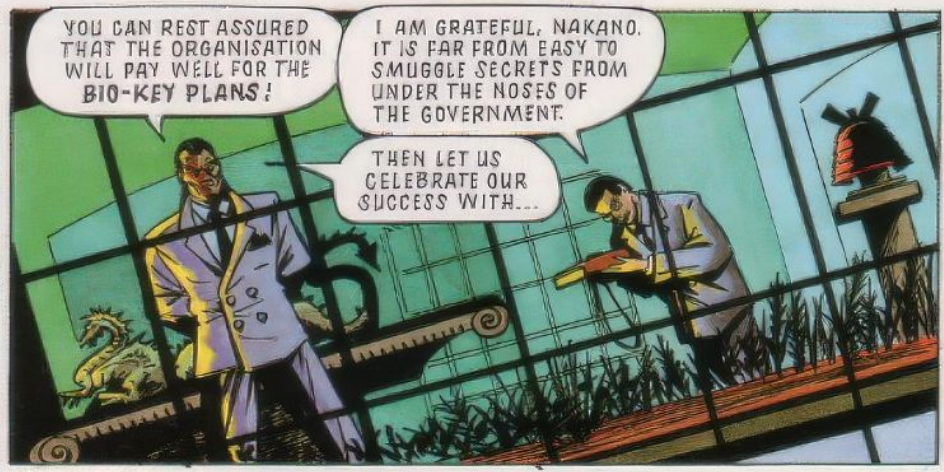
NEW

ETERNAL CHAMPIONS



PART 1

SCRIPT: MICHAEL COOK
ART: BRIAN WILLIAMSON
& STEVE WHITE
LETTERING: TOM FRAME



YOU CAN REST ASSURED THAT THE ORGANISATION WILL PAY WELL FOR THE BIO-KEY PLANS!

I AM GRATEFUL, NAKANO. IT IS FAR FROM EASY TO SMUGGLE SECRETS FROM UNDER THE NOSES OF THE GOVERNMENT.

THEN LET US CELEBRATE OUR SUCCESS WITH...



WHAT IS IT? ...

SILENCE! I HEAR A NOISE.



YOU HEAR THE SOUND OF JUSTICE!

YAMOTO!

GAAGHH!

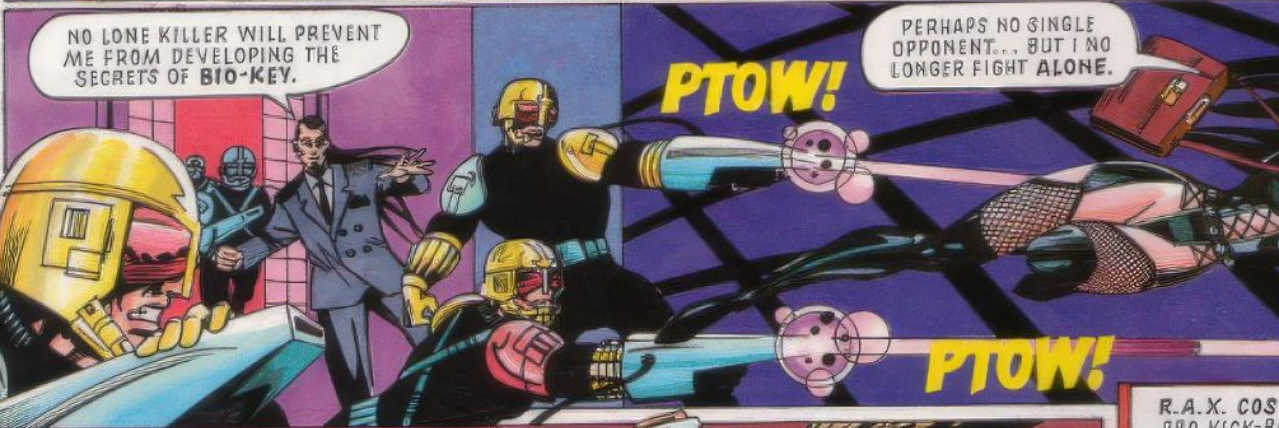
IN THE OFFICE OF ARMS DEALER NAKANO, THE SECRETS OF THE DARK ARE REVEALED. SHADOW YAMOTO - NINJA ASSASSIN.



MY INFORMERS WERE SURE YOU WERE DEAD!

YOU ARE WITNESS TO THEIR MISTAKE.

NO MATTER. IT IS A MISTAKE THAT CAN SOON BE REMEDIED. GUARDS!



NO LONE KILLER WILL PREVENT ME FROM DEVELOPING THE SECRETS OF BIO-KEY.

PERHAPS NO SINGLE OPPONENT... BUT I NO LONGER FIGHT ALONE.

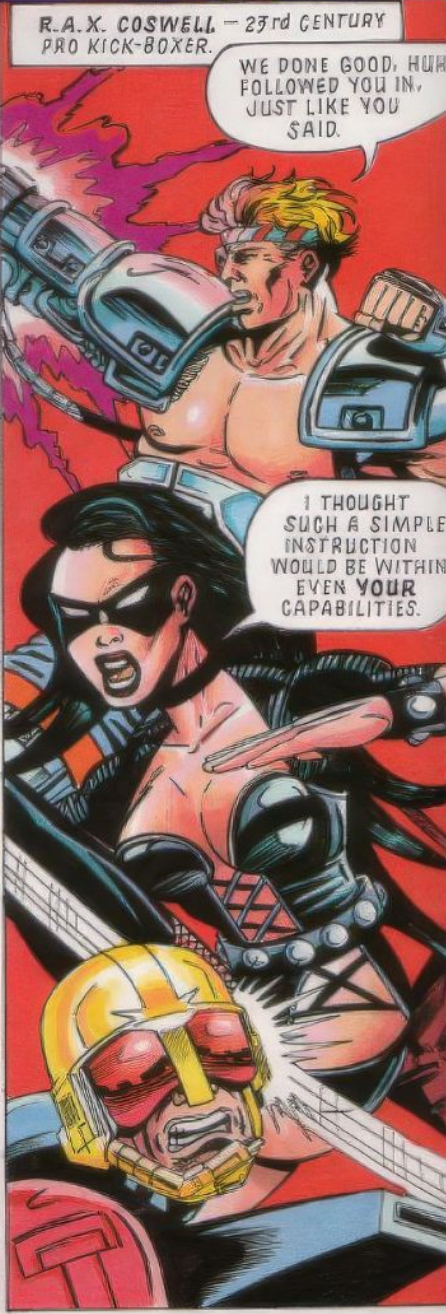
PTOW!

PTOW!



THE ETERNAL CHAMPIONS:
NINE ULTIMATE WARRIORS FIGHTING ACROSS TIME FOR THE SOUL OF THE FUTURE.

KER-AASH!



R.A.X. COSWELL - 23rd CENTURY PRO KICK-BOXER.

WE DONE GOOD, HUH FOLLOWED YOU IN, JUST LIKE YOU SAID.

I THOUGHT SUCH A SIMPLE INSTRUCTION WOULD BE WITHIN EVEN YOUR CAPABILITIES.

JONATHAN BLADE -
21st CENTURY
BOUNTY HUNTER.

CAN THE SWEET-TALK,
YAMOTO. WE ALL KNOW
HOW FOND OF HIM YOU
ARE, BUT NOW IT'S
TIME FOR FIGHTING.

VIOLENCE IS THE SANCTUARY
OF THE BRAINLESS AND THE
BARBARIAN. 'TIS THE SECRET
SCIENCE OF ALCHEMY THAT
HOLDS THE KEY TO THIS
STRUGGLE.

XAVIER -
17th CENTURY
ALCHEMIST
AND WARLOCK.

WITH A SIMPLE
TRANSFORMATION CHANT
THIS DEVIL'S WEAPON WILL
BECOME A USELESS
SLAB OF IRON.

SPELL AIN'T
WORKING,
MR. MAGIC MAN.

THUNK!

THEN MY STAFF
MUST BE SUFFICIENT
TO TURN YOUR
BRAIN TO JELLY.

CHAMPIONS!
IT IS NAKANO.
HE ESCAPES!

YOUR BAND OF BATTLING
MISFITS WON'T STOP THE
DEVELOPMENT OF THE
BIO-KEY PROJECT.

JETTA MAXX - 19th CENTURY
REVOLUTIONARY.

YAAH!

JETTA.
FORGET BIO-KEY.
WATCH THE
CREEP BEHIND
YOU!

WHA...?

LARSEN TYLER -
1920'S CHICAGO
PRIVATE EYE.

NEVER MIND. I'LL
GIVE THE CREEP A
BLOODY NOSE
FOR YA!

GAKK!

MITCHELL MIDDLETON KNIGHT, ALIAS MIDKNIGHT,
VAMPIRE BIO-CHEMIST FROM THE FUTURE STREETS
OF LONDON.

SNEFF?

NO! YOU HAVE
WOKEN THE
BLOOD-LUST
IN THE
MONSTER.

I AM NO
MONSTER.
YOU CANNOT
COMPREHEND
THE HUNGER.

C'MON, MIDKNIGHT.
KNOCK IT OFF.
THIS AIN'T THE
TIME OR THE PLACE
FOR A SNACK.

BUT I MUST
CONTROL IT. MY THIRST
MUST BE FOR BATTLE!

THOOM!
THOOM!

THEY'RE TOO
MUCH FOR US!
WE MUST FLEE!

TRIDENT—
GENETICALLY-ENGINEERED
MANPHIBIAN FROM
PRE-FLOOD ATLANTIS.

THERE IS NO EX-SSITT,
FLESH MEN.

SLASH—PREHISTORIC
APE-MAN FROM 25,000 B.C.

GRR! SMASH
THEM GOOD?

YOU MAKE A
BETTER
CRUSSADER
THAN THESE
FEEBLE
HUMANSSS.

PAH, 'TIS HUMAN WIT
THAT LED US TO THIS
FAMOUS VICTORY.

CAN IT, WIZARD.
WE AIN'T WON
NOTHING YET.

WE HAVE WHAT WE
GAME FOR. THESE
PAPERS PROVE IT.

IT IS JUST AS THE **ETERNAL
CHAMPION** HAS FOREWARNED,
WE HAVE ARRIVED IN THE TIME
STREAM AT THE INVENTION OF
BIO-KEY TECHNOLOGY—THE
TECHNOLOGY THAT CREATED
THE OVERLORD.

IT IS TECHNOLOGY THAT
THREATENS THE FUTURE OF
MANKIND. AND IT MUST
BE DESTROYED.
AND WE'RE
THE PEOPLE TO DESTROY IT!

NEWS Zone

DON'T TRY TH

SONIC COUNTDOWN!

Sega set official release date for Sonic 3

Thursday, February 24th, 1994.

Mark this date in your diaries, Boomers, and cancel all other plans. Yes, this is the day - if all goes well - that **Sonic The Hedgehog 3** will be hitting the shops.

The brand-new Mega Drive game (reviewed in this issue), is Sonic's biggest outing since the release of *Sonic The Hedgehog 2* in November 1992. That game shattered all records in numbers sold - outselling conventional albums from stars like Madonna and Simply Red. Will **Sonic 3** be even bigger?

Sega are planning some mega activities around and after the launch of the game. Just what these secrets were was still hush-hush as STC went to press. However, be sure to check out next issue's News Zone for more details of the biggest Sonic event of 1994!

MEET KNUCKLES



He eats ants - and hedgehogs - for breakfast!

This is Knuckles, the 'new kid on the block' in **Sonic The Hedgehog 3**. He is an Echidna (that's spiny anteater to the 'zoologically-challenged' out there), and he's the guardian of the Floating Island's Chaos Emeralds.

Though Knuckles gives Sonic and Tails a really hard time throughout the game, he's not really a bad guy. That rotten egg Doctor Robotnik tricks him into thinking Sonic and Tails are out to steal the Chaos Emeralds.

Needless to say, it won't be long before Knuckles makes his appearance in STC's Sonic stories. Keep 'em peeled.

EA plans to send Nation's youth Skitchin'

In a diabolical plan to rid this country of its young, Electronic Arts will be launching the deadly sport of Skitchin' next month. A combination of skating and hitch-hiking, Skitchin' involves grabbing hold of the nearest



IT HOME KIDS!

moving vehicle and racing from city to city across the USA.

Fortunately for all, *Skitchin'* is confined to a new game for the Mega Drive, due for release in March. EA describes *Skitchin'* as a '...16-Meg radical rollerblade combat racing game', in which you have to 'Skitch' your way from L.A. to New York, through 12 major U.S. cities. There are no rules and no speed limits and only the toughest make it through to New York.



NEWS

Skitchin' comes from the team that produced *Road Rash* and it is promised that the action will be just as fast and hard. As controller, you take out other Skitchers that get in your way with a deadly arsenal of weapons and moves.

In the interest of safety, STC advises all readers to keep their *Skitchin'* activities confined to their Mega Drives. It's a lot safer - and you live longer!

LAUGHING ALL THE WAY

Midland Bank step up their Sega interest

You certainly can't accuse the folk at Midland Bank of being a bunch of moneygrabbing old fogies! They're now offering their young **Livacash** account customers the chance of winning Sega Mega Drives, Mega CDs, discounts on Sega games and even a free trip to Hollywood!

The **Livacash** account is aimed at customers aged 11 to 18 years and can be opened for as little as £1. Not only do new customers have the opportunity to enter a national free prize draw, but there's also a weekly chance to win a Mega Drive game or a radio cassette player. A video recorder is up for grabs each month while a holiday for four in Hollywood is on offer every three months.

For existing **Livacash** customers there is the chance to win a Mega Drive, Mega CD and colour TV during January, February and March.

Those who get their act together and reply within

14 days are entered into a draw to win one of 15 Sega Mega Drives.

In addition to this, every

Livacash customer

is offered discount

shopping vouchers which

include: 50% off selected Sega

games, a Top 30 CD for £8.99, a Top 30 cassette

for £5.99, a Top 20 video for £8.99, plus a must for any budding Barry Normans - a 'buy one & get one free' offer on Odeon cinema tickets. There's even cheap pizzas!

Seems like at least one of the banks has been 'listening' to what its young customers want. (If only I hadn't just turned 18! - The Hume Who Thinks She's In Charge).



KOMBAT ZONE

Mortal Kombat II hits the arcades

Prepare yourself once again. If you thought that *Mortal Kombat* was action-packed, wait until you see **Mortal Kombat II**. The sequel to the beat-'em-up block-buster of 1993 is, not surprisingly, currently taking the arcades by storm. It looks more realistic than any other beat-'em-up (the characters are slightly larger, more detailed and slimmer than before), and feels faster and more intense than the original. It's rumoured that there are many more secrets to discover too (a mystery character, for example).

In **Mortal Kombat II**, the unpleasant Shang Tsung has returned and has managed to lure the *Mortal Kombat*ants into the ultimate contest: The Outworld Tournament. The format's much the same as before, only this time the combat takes place across eight spooky scenes, including a Living Forest (with roaring trees), and a Warrior Graveyard (a dark, foreboding place where the ground is littered with skulls).

There are now twelve fighters to control - five of them are brand new, and two are characters you couldn't previously control (namely Shang Tsung and Reptile). Scorpion, Sub-Zero, Johnny Cage, Liu Kang and Raiden are back (Sonya Blade and Kano are on holiday), whilst two Boss characters make their debut (Kintaro is a four-armed mutant, similar to Goro, only he's bigger and has tiger stripes down his back, and Shaokhan wears spiky armour like Shredder's).

All the basic moves from *Mortal Kombat* are featured, but in an improved form, and extra moves are in abundance - including a couple of new standard moves (there are at least three Special Moves for each character, plus new Finishing Moves to boot). Better still, most characters can perform a move or two in the air, which makes for a 'highly' entertaining experience.

Scorpion now has a nifty mid-air throw, Sub-Zero's Ice Fire is more flexible (and so's Raiden's Raidenticity), Johnny Cage has two styles of fireball and a powerful Shadow Uppercut, and Liu Kang's new Finishing Move sees him turning into a huge dragon.

The brand new characters include Bakara (a mutant humanoid wielding two swords), Kung Lao (who has a steel-rimmed hat, similar to Oddjob's in the James Bond film *Goldfinger*), Jax (who has a mean pair of fists), and two masked ladies called Meleena and Kitana (who sports a pair of metal fans). Reptile (the mysterious green ninja seen in *Mortal Kombat*), spits venom, has a dangerous magic ball, and - get this - has the power of invisibility. Shang Tsung is considerably younger-looking than he was in *Mortal Kombat*, but he still has the ability to transform himself into any other (playable) character - the ultimate fighter!

Probe Software (who did a respectable job of bringing *Mortal Kombat* to the Sega systems), are busy working away on the **Mortal Kombat II** conversions for the Mega Drive, Master System and Game Gear, for release on the Flying Edge label before the end of the year. The team are confident that the end results will be true to the arcade original. We shall see.



NEXT IN STC!
SHINOBI
INTO THE ENEMY CITADEL!

SONIC
JAWS OF THE
LAVASAUROUS!

**ETERNAL
CHAMPIONS**
ATTACK ON THE
WEAPONS COMPLEX

TAILS IN TROUBLE
AGAIN!



ALL THIS
AND MORE
IN

SONIC THE COMIC

20

ON SALE
SATURDAY
19th FEBRUARY
£1.10

NEW

Shinobi

THE ART OF WAR PART I

THE NEO ZEED BUILDING,
TOKYO. NOVEMBER, 1993.

A STEEL AND GLASS PALACE,
IT SERVES AS HOME FOR THE
ZEED'S MANY LEGITIMATE
BUSINESS INTERESTS.

FULLY PROTECTED
BY LICENSED
ARMED GUARDS.

IT WAS A FORTRESS.
IMPOSSIBLE TO FORCE
AN ENTRANCE.

EVEN IF HE COULD GET HOLD OF AN ENTRY CARD, HE WOULD NOT BE ABLE TO BREAK THE PIN* CODE.

* NOTE: PERSONAL IDENTIFICATION NUMBER

BUT THAT DIDN'T MEAN THERE WASN'T A WAY IN.

THERE IS ALWAYS A WAY.

SUN TZU* SAID: "NEVER FIGHT AN ENEMY ON HIS TERMS. ALWAYS BRING HIM TO BATTLE ON YOURS."

* SUN TZU WAS AN ANCIENT CHINESE GENERAL WHO WROTE 'ART OF WAR', THE DEFINITIVE BOOK ON BATTLE TACTICS - MEGADROID.

IT WAS POINTLESS TO TRY TO DEFEAT THE NEO ZEDD'S TECHNOLOGY. HE COULD NOT PASS THROUGH THEIR COMPLEX SECURITY.

HE WOULD HAVE TO GO AROUND IT.

AND TO DO THAT HE WOULD HAVE TO RETURN TO THE OLD WAYS.

JON HAWARD

MOUNT HOTAKA,
HONSHU. FIVE
YEARS EARLIER.

EXCELLENT,
MUSASHI-SAN.

IF YOU STAND
IN FRONT OF A MAN
WITH AN AUTOMATIC
WEAPON, AND RAISE YOUR
SWORD, OF COURSE
HE WILL SHOOT
YOU.

I HAVE
SPENT MOST OF
MY LIFE LEARNING
THE ARTS OF KARATE,
KENDO AND
ARCHERY...

YET ANY
MAN WITH A
GUN CAN KILL
ME WITHOUT
EFFORT

YOUR ARCHERY
IS FAULTLESS. THERE
IS NOTHING MORE I CAN
TEACH YOU. IT IS ALMOST
TIME FOR YOU TO
LEAVE.

THERE
IS ONE THING
THAT HAS BEEN
TROUBLING ME,
SENSEI.

BUT THAT
DOESN'T MEAN THAT
THE OLD SKILLS ARE
USELESS.

DIDN'T SUN TZU
SAY: "WHEN YOU KNOW YOUR
ENEMY AND CHOOSE YOUR BATTLE-
FIELD CAREFULLY, THE SMALLER FORCE
IS ALWAYS ABLE TO OVERCOME
THE LARGER."

IF YOU MUST
FIGHT A MAN WITH A
GUN, STRIKE HIM FROM
BEHIND, WHEN HE
LEAST EXPECTS
IT.

BUT
SENSEI... THAT
IS NOT THE WAY
OF A WARRIOR.
THAT IS NOT
BUSHIDO*.

AND DO
YOU THINK OUR
ENEMIES WILL ABIDE
BY THE LAW OF
BUSHIDO?

SOMETIMES,
I WONDER WHAT
YOU'RE USING FOR
BRAINS, BOY.

* BUSHIDO IS THE ANCIENT CODE OF
HONOUR GOVERNING ALL COMBAT
BETWEEN SAMURAI - MEGAROID.

SENSEI WAS RIGHT, OF COURSE. THE NEO ZEED KILLED HIM WITH POISON. HARDLY AN HONOURABLE DEATH FOR A GREAT SWORDSMAN.

NAOKO, AN INNOCENT YOUNG GIRL WHO COULD DO THEM NO HARM.

AND NOW THEY HOLD HER PRISONER IN THAT GLITTERING STEEL AND GLASS TOWER ACROSS THE STREET.

AND THEY KIDNAPPED NAOKO.

THEY THINK IT WILL MAKE HIM LEAVE THEM ALONE.

AND AFTER HE FREES NAOKO, HE MIGHT.

HE MIGHT JUST TAKE THE WOMAN HE LOVES SOMEWHERE SAFE AND SETTLE DOWN.

EXCEPT THAT HE KNOWS THERE IS NOWHERE SAFE.

IF HE TAKES NAOKO FROM THEM, THE NEO ZEED WILL FIND HIM WHEREVER HE RUNS. FOR THEIR ARMS ARE LONG, AND MANY.

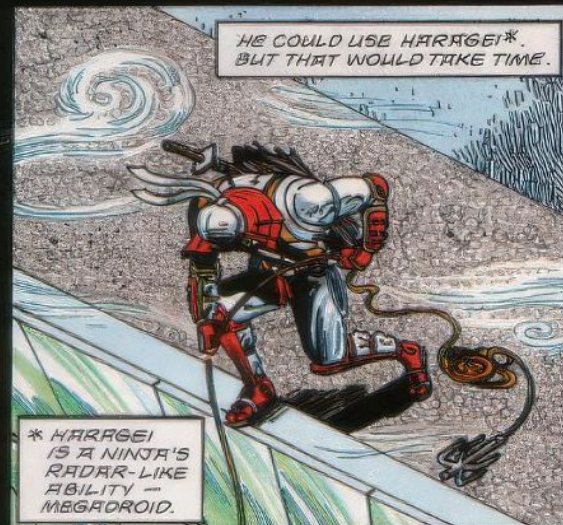
DIDN'T SUN TZU SAY: "THE BEST DEFENCE IS A GOOD OFFENCE."

ACTUALLY, HE DIDN'T... BUT HE SHOULD HAVE.



THE BUILDING WAS SO HIGH THAT NOT EVEN THE SUSPICIOUS MINDS OF THE NEO ZEDD WOULD EXPECT AN ATTACK FROM THE ROOF.

ALL HE HAD TO DO NOW WAS FIND ONE YOUNG GIRL IN A BUILDING WITH OVER A HUNDRED FLOORS.



HE COULD USE HARAGEI*, BUT THAT WOULD TAKE TIME.

* HARAGEI IS A NINJA'S RADAR-LIKE ABILITY - MEGADROID.



THIS IS ONE TIME WHEN HE WOULD USE HIS ENEMIES' OWN WEAPONS AGAINST THEM.

NEXT ISSUE: THE SEARCH FOR NAOKO.

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q zone for hints, tips, and help with your favourite Sega games.



If you've had difficulty working out the various moves for your favourite characters in **StreetFighter 2**, then take a look at the list below. To help all Boomers who received this as a Christmas present and want to win at the best beat-em-up ever, here is the complete list of moves for six of the characters, (check out the special key box on the right).

Mega Drive



CHUN LI

1. Hand Plant Kick

A move that, when used repeatedly, can create a guaranteed win. A great move for placing the opposition off balance. Press Down and hard punch.

2. Flying Throw

A very powerful and useful move. Can cause great problems for your opponent. T while in the air and do a hard punch.

3. Power Throw

One of the best power moves, it also takes a lot of energy from your opponent. T and perform a hard punch.

4. Elbow

After performing a combination move, use this to stun your opponent before they can retaliate. Stand next to opponent and punch.

SPECIAL MOVES

5. Lightning Kick

A fast and very powerful surprise attack on your opponent. Watch Chun Li's feet become a blur as they speed into the opposition. Repeatedly use any kick.

6. Backflip

A very important move to master. This allows you to hit your opponent and get out of harms way before they fight back. T and perform a kick.

7. Spinning Bird Attack

Turn Chun Li into a sort of helicopter blade as she spins in to destroy your opponent's energy. Press Down for approx two seconds, then Up and kick.

8. Fireball

A very effective move to really damage your opponent's energy. Great for a counter attack on Ken or Ryu's fireball. A, A+Down, Down, Down+T, T and punch.

BALROG

1. Uppercut

A very powerful move from this former World Boxing Champion. Best used when you catch your opponent in the corner as they cannot escape. Press Down and hard punch

2. Drop Punch

A nice move to use when combined with a combination of punches. Can be very destructive. Press Up, T and perform a hard punch.

3. Right Hook

Using various punches helps to confuse your opponent. This move can result in a devastating blow. Perform a hard kick.

4. Headbutt

A very violent move that can cause mass destruction to your enemy. Balrog will grab hold of the enemy and headbutt them. Stand next to opponent and perform a hard punch.

SPECIAL MOVES

5. Turn Punch

Balrog's 2nd most powerful punch. After sprinting forward he'll hit his opponent with a vicious blow. Press all three punch buttons.

6. Dash Punch

A savage and nasty punch. This will cause the most problems for any of the opposition, resulting in a large loss of energy. A for approx 2 seconds, then T and punch.

SAGAT

1. Tiger Knee

A move that is not used that much, but it's very effective when looking for a move that the opposition is not expecting. T, Down, Down+T and kick.

2. Low Kick

A move that takes a large amount of energy, but is fairly easy to block by your opponent. Press Down and kick.

3. Throw

A great move to disorientate your opponent, and it also takes a fair chunk of energy away from them. T and medium or hard punch

4. High Kick

Similar to Ken's kick, this move will cause severe damage to the opposition. Stand next to opponent and perform a high kick.

SPECIAL MOVES

5. Low Tiger Shot

A nice one to spring on your opponent when they're least expecting it. This missile shot will cause great damage, and is very hard to avoid. Down, Down+T, T and kick.

6. Tiger Shot

Same as above except Sagat will not be kneeling down when firing the missile. This is his most powerful move. Down, Down+T, T and punch.

M BISON

1. Sliding Kick

A great move to use for knocking the enemy over. As soon as they get up, repeat this move to withdraw even more of their energy. Down and hard kick.

2. Throw

Get hold of the enemy and throw them to the floor. A great move to use before lashing into the opposition. T and medium or hard punch.

3. Flying Kick

M. Bison has the most powerful flying kick in the game. Using this will take out a lot of energy from his opponent. Up+T and kick.

4. Belly Flop

A great move to use when getting into position for an air or ground attack on your opponent. Up+T and punch.

5. Fiery Fist

Use in a similar way to Balrog's uppercut, i.e. when trying to get the opponent into a corner. T and hard punch.

SPECIAL MOVES

6. Psycho Crusher

Bison's most powerful move. This will turn him into a kind of missile surrounded by flames. Takes away a large chunk of your opponent's energy. A for approximately two seconds, then T and punch.

7. Scissor Kick

A great surprise attack. Bison will look like he's retreating, then suddenly charge into the enemy. A for approximately two seconds, then T and kick.

8. Head Stomp

A clever move by Bison, which is really three-in-one (head-stomp, a kick on the face, and a slide into the opponent). Down for approximately two seconds, then Up and kick.

VEGA

1. Face Slash

The best way to use this move is to use it repeatedly, although it doesn't take much energy away. Any punch next to opponent.

2. Throwing Dive

A fancy move that sees Vega dive onto his opponent and perform a throw. Down for approximately two seconds, then Up and kick, A and punch.

3. Sliding Kick

A great way to knock over your opponents before launching into an attack. Down and hard kick.

4. Low Lunge

Vega will strike out at the enemy using his claws. A good move to finish off your opponent. Down and hard punch.

5. Throw

As the name suggests, this is another move that will grab hold of the opponent, forcing them to the ground. T and hard punch.

SPECIAL MOVES

6. Claw Dive

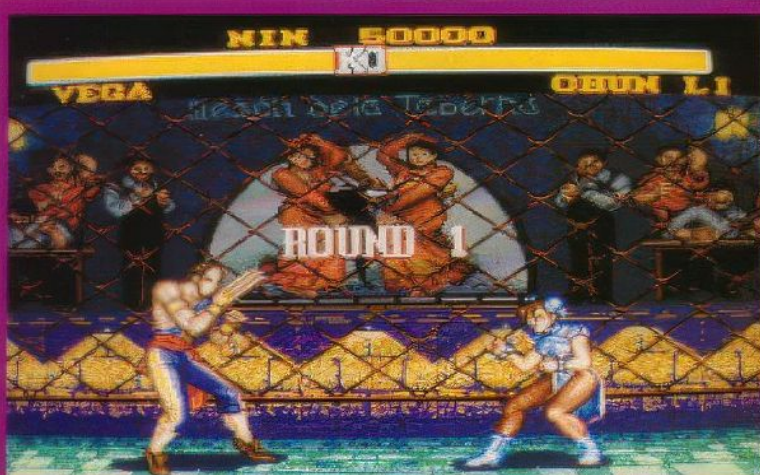
A savage and effective move. Jump into the air and dive onto the enemy, then scratch them with your claws. Down for two seconds, then Up, kick, and punch.

7. Wall Dive

Effective for getting out of tight corners and attacking your opponent high. Go to edge of the screen, then Up and A.

8. Claw Roll

Use this ground roll to hit an enemy whilst at the other side of the screen. A for approximately two seconds, then T and punch.



KEY TO ACRONYMS

A - MOVE AWAY FROM OPPONENT

T - MOVE TOWARDS OPPONENT

If you're still not getting very far, here's a cheat that will allow you to fight with the special moves only:

NOTE: This only works with six button joypads!

When the Capcom logo appears at the start of the game, press Down, Z, Up, X, A, Y, B and C. You should hear Chun Li's victory shout.



KEN

1. Footsweep Kick

A very nice move to use after a standard flying kick. Down and kick.

2. Axe Kick

Finish your opponent off whilst he's in a stunned state to complete the job. Stand next to enemy and perform a hard kick.

3. Power Throw

A vicious throw which sees Ken throw his opponent across the screen. Push towards opponent and perform a high kick.

4. Aerial Hurricane

A super fast move to confuse your opponent in an attempt to get out of a tight corner. Jump, then Down, Down+A, A and kick.

SPECIAL MOVES

5. Dragon Punch

A powerful punch; lethal when used in a combination of moves. T, Down, Down+T and punch.

6. Fireball

A long distance attack move which takes energy from an opponent, even when trying to block. Down, Down+T, T and punch.

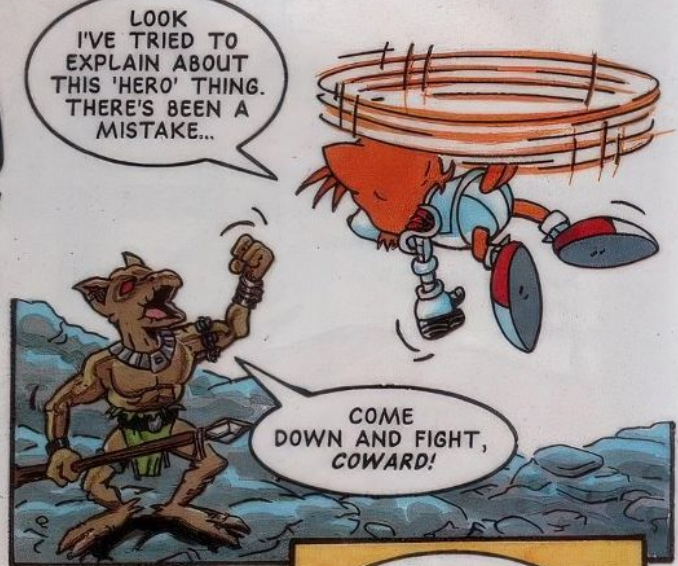
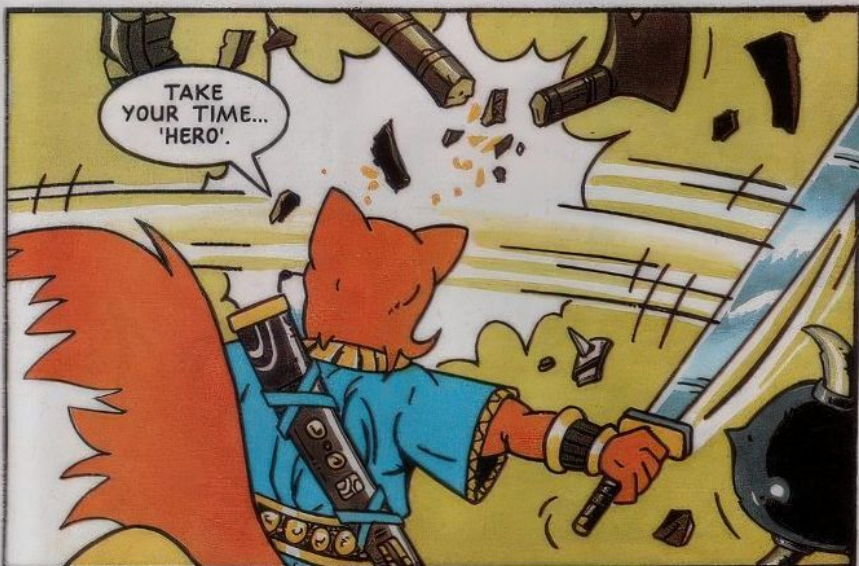
7. Golden Fireball

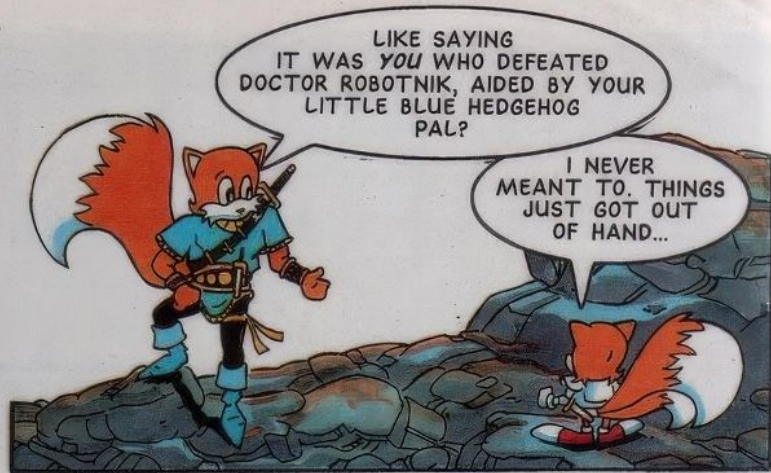
Similar to the above, except this is much more powerful and fast. Only happens after firing three fireballs. Down, Down+T, T and punch. Repeat three times.

8. Hurricane Kick

A very fast and unpredictable move. Takes out a lot of energy, and your opponent will find it hard to block this kick. Down, Down+A, A and kick.

THE QUEST TO RESCUE THE MISSING ENCHANTER KING FROM THE LAND BEYOND IS OFF TO A SHAKY START.







THIS WAY, TAILS. I KNOW THESE TUNNELS LIKE THE BACK OF MY PAW!



BOY, THIS IS THE BEST JOB I EVER HAD!

YAAAAA!



LOOKS LIKE YOUR SECRET'S SAFE. YOU'LL DIE A HERO!

NOBODY'S GOING TO DIE, ERROL...



...I CAN FLY, REMEMBER?

OH YEAH, I FORGOT...



YOU SAVED MY LIFE, TAILS...

DOES THIS MEAN YOU WON'T TELL ON ME?

I DON'T WANT TO... BUT IT'S MY DUTY.



OH...

LOOK!
MAYBE THESE
ARE REALLY OLD
SKELETONS, AND
WHATEVER DID
THIS IS LONG
GONE.



GRRRRR!!

SCRATCH
THAT
THEORY...



IS
SOMEBODY
THERE? ARE
YOU GOING
TO RESCUE
ME?

WHO'S
THAT?



THANK
GOODNESS
YOU'VE COME!
MY NAME IS
SHIROB.

THE
MISSING
ENCHANTER
KING!

BY THE
LOOK OF HIM HE'S
SOME KIND OF
SACRIFICE!



IT'LL TAKE
SOME TIME TO
BREAK THESE CHAINS.
LET'S HOPE THE OWNER
OF THAT GROWL
DOESN'T TURN
UP!

YOU
SAID
IT!

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: **Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.**

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Face the Facts

Dear STC,

I would like to know more about Sonic, Tails, Doctor Robotnik and the others. Why don't you bring out a Sonic and friends/enemies fact file? **Nicholas Clark, Larkhall, Strathclyde, Sonic Water Fun Game Winner.**



Funny you should mention that, Nicholas, my old Boomer. We're working on a Badnik database right now. However, there's so many of them it's going to take a while, but keep watching STC for all sorts of Sega info.

Death of a Hedgehog?

Dear STC,

I have a query. I was talking to one of my friends who mentioned that he had read that Sonic would die in Sonic the Hedgehog 4. Naturally, I refused to believe him, but I'm now starting to wonder if this is true. If it is, who would replace him (who could?) -Tails, perhaps?

David Alexander, Ivybridge, Devon. MD owner, Sonic Water Fun Game Winner.



A typical hume-case of mistaken identity. Since **Sonic 3** is only just about to come out (therefore, **Sonic 4** is a l-o-n-g way off), I'd suggest that any reports of Sonic popping his sneakers are greatly exaggerated.

Decap Reader

Dear STC,

We get STC every fortnight and enjoy it very much (a particular favourite was **Decap Attack**). I would like to add that it has played an important part in encouraging my son to read for himself. **Liz Keeley, Belper, Derbyshire, Sonic Water Fun Game Winner.**



Glad to be of help, Liz. Keep an eye on your son though. Reading **Decap Attack** can be hazardous to anyone's health!



Leo takes a break from the soccer field to practice some other strokes. **Leo Chapman, Melton Mowbray, Leicestershire. MD owner, Sonic Water Fun Game Winner.**

Price Was Right

Dear STC,

Why did you increase the price of STC? Surely you make loads of money every day anyway, so what's the point? Is it just so you can get a Jag and a massive house? (which you've probably got already). STC is a good comic that was at a good price. However, as my pocket money is only £2 per week, I now can't afford it, and I'm sure this goes for lots of other readers as well.

William Pedley, Abingdon, Oxfordshire, MD owner, Sonic Water Fun Game Winner.



The reasons for the price increase were explained in STC 13's **Control Zone**, William, and believe me, the decision was not taken lightly. We don't have any control over the rising prices of raw materials, but we do try and make sure that STC carries the highest quality comic-strips and features. Therefore, STC will always be good value for money.



Sonic goes to Legoland. **Sarah Player, Baffron Waldon, Essex. GG and MS owner, Sonic Water Fun Game Winner.**

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's well!

The **Sonic Water Fun Game** is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 19
OF **STC?**

	%
--	---

